PLAYER CHARACTERS

Character Name	Player Name	
Race & Class	Passive Perception	Armor Class

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Blinded

- Automatically fail any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack or harm the charmer.
- Charmer has advantage on social checks with charmed creature.

Deafened

- Automatically fail any ability check that requires hearing.

Frightened

- Disadvantage on ability checks and attack rolls while the source of fear is within sight.
- Can't willingly move closer to the source of fear.

Grappled

- Speed becomes 0, and can't benefit from any bonus to speed.
- Condition ends if the grappler is incapacitated or if an e ect removes the grappled creature from the grappler's reach.

Incapacitated

- Can't take actions or reactions.

Invisible

- Impossible to see without the aid of magic or a special sense.
- For the purpose of hiding, creature is heavily obscured.
- The creature's location can be detected by noise or tracks.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- Incapacitated and can't move or speak.
- Automatically fail strength and dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if attacker is within 5 ft.

Petrified

- Transformed into stone, along with any nonmagical object worn or carried. Weight increases by a factor of ten. Aging ceases.
- Incapacitated, can't move or speak, unaware of surroundings.
- Attack rolls against the creature have advantage.
- Automatically fail strength and dexterity saving throws.
- Resistance to all damage, and immune to further poison and disease. Existing poison/disease is suspended, not neutralized.

Poisoned

- Disadvantage on attack rolls and ability checks.

Prone

- Only movement option is to crawl. Standing up ends condition.
- Disadvantage on attack rolls.
- Attack rolls against the creature have advantage when attacker is within 5 ft, and disadvantage otherwise.

Restrained

- Speed becomes 0, and can't benefit from any bonus to speed.
- Attack rolls against the creature have advantage, and the creature's attacks have disadvantage.
- Disadvantage on dexterity saving throws.

Stunned

- Incapacitated, can't move, and can speak only falteringly.
- Automatically fail strength and dexterity saving throws.
- Attack rolls against the creature have advantage.

Suffocating

- A creature can hold its breath for a number of minutes equal to 1 + con (min 30s).
- A suffocating creature can survive a number of rounds equal to Con (min 1). At the start of its next turn, it drops to 0 hp and is dying. It can't regain hp or be stabilized until it can breathe again.

Unconscious

- Incapacitated, can't move or speak, and unaware of surroundings
- The creature drops whatever it's holding and falls prone.
- Automatically fail strength and dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if attacker is within 5 ft.

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Exhaustion – Levels

1 Disadvantage on Ability Checks
2 Speed halved
3 Disadvantage on Attack rolls and Saving Throws
4 Hit point maximum halved
5 Speed reduced to 0
6 Death

Effects are cumulative. Long Rest reduces exhaustion level by 1, provided one has also ingested some food and drink.

COMMON COSTS

Lifestyle

Lifestyle costs (per day)	
Wretched	0
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp

Food & Drink

Ale	
Gallon	2 sp
Mug	4 cp
Wine	
Common, pitcher	2 sp
Fine, bottle	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Meat, chunk	3 sp
Banquet (per person)	10 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp

Dressage

Armor	Don	Doff
Light	1 min	1 min
Medium	5 min	1 min
Heavy	10 min	5 min
Shield	1 action	1 action

Lodging

Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp

Services

Coach cab	
Between towns (per mile)	3 cp
Within a city	1 cp
Hireling (per day)	
Skilled	2 gp
Untrained	2 sp
Messenger (per mile)	2 cp
Road or gate toll	1 cp
Ship's passage (per mile)	1 sp

Light

Light source	Bright	Dim	Duration
Candle	5 ft.	+5 ft.	1 hr
Lamp	15 ft.	+30 ft.	6 hrs
Torch	20 ft.	+20 ft.	1 hr
Lantern, hooded	30 ft.	+30 ft.	6 hrs
Lowered hood		+5 ft.	
Lantern, bullseye	60 ft. cone	+60 ft.	6 hrs

Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

Armor

Armor	Armor Class	Stealth	Cost
Light Armor			
Padded	11+ Dex	Disadvantage	5 gp
Leather	11+ Dex		10 gp
Studded Leather	12+ Dex		45 gp
Medium Armor			
Hide	12+ Dex (max 2)		10 gp
Chain shirt	13+ Dex (max 2)		50 gp
Scale mail	14+ Dex (max 2)	Disadvantage	50 gp
Breastplate	14+ Dex (max 2)		400 gp
Half plate	15+ Dex (max 2)	Disadvantage	750 gp
Heavy Armor			
Ring mail	14	Disadvantage	30 gp
Chain mail	16 (min Str 13)	Disadvantage	75 gp
Splint	17 (min Str 15)	Disadvantage	200 gp
Plate	18 (min Str 15)	Disadvantage	1500 gp
Shield	+2		10 gp

Weapons

Weapon	Damage	Properties	Cost
Simple Melee Weapons			
Club	1d4 B	Light	1 sp
Dagger	1d4 P	Finesse, Light, Thrown (20/60)	2 gp
Great Club	1d8 B	Two-handed	2 sp
Handaxe	1d6 S	Light, Thrown (20/60)	5 gp
Javelin	1d6 P	Thrown (30/120)	5 sp
Light Hammer	1d4 B	Light, Thrown (20/60)	2 gp
Mace	1d6 B		5 gp
Quarterstaff	1d6 B	Versatile (1d8)	2 sp
Sickle	1d4 S	Light	1 gp
Spear	1d6 P	Versatile (1d8), Thrown (20/60)	1 gp
Simple Ranged Weapons			
Crossbow, light	1d8 P	Two-handed, Ranged (80/320)	25 gp
Dart	1d4 P	Finesse, Thrown (20/60)	5 cp
Shortbow	1d6 P	Two-handed, Ranged (80/320)	25 gp
Sling	1d4 B	Ranged (30/120)	1 sp
Martial Melee Weapons			
Battleaxe	1d8 S	Versatile (1d10)	10 gp
Flail	1d8 B		10 gp
Glaive	1d10 S	Heavy, Reach, Two-handed	20 gp
Greataxe	1d12 S	Heavy, Two-handed	30 gp
Greatsword	2d6 S	Heavy, Two-handed	50 gp
Halberd	1d10 S	Heavy, Reach, Two-handed	20 gp
Lance	1d12 P	Reach, Special	10 gp
Longsword	1d8 S	Versatile (1d10)	15 gp
Maul	2d6 B	Heavy, Two-handed	10 gp
Morningstar	1d8 P		15 gp
Pike	1d10 P	Heavy, Reach, Two-handed	5 gp
Rapier	1d8 P	Finesse	25 gp
Scimitar	1d6 S	Finesse, Light	25 gp
Shortsword	1d6 P	Finesse, Light	10 gp
Trident	1d6 P	Versatile (1d8), Thrown (20/60)	5 gp
Warpick	1d8 P		5 gp
Warhammer	1d8 B	Versatile (1d10)	15 gp
Whip	1d4 S	Finesse, Reach	2 gp
Martial Ranged Weapons			
Blowgun	1 P	Ranged (25/100)	10 gp
Crossbow, hand	1d6 P	Light, Ranged (30/120)	75 gp
Crossbow, heavy	1d10 P	Heavy, Two-handed, Ranged (100/400)	50 gp
Longbow	1d8 P	Heavy, Two-handed, Ranged (150/600)	50 gp
Net		Special, Thrown (5/15)	1 gp

Selling Magic Items

Rarity	Base Price	Days to Find Buyer	D100 Modifier
Common	100 gp	1d4	+10
Uncommon	500 gp	1d6	+0
Rare	5000 gp	1d8	-10
Very rare	50,000 gp	1d10	-20

D100+Modifier	You find a buyer...
20 or lower	Offering 1/10 base price
21-40	Offering 1/4 base price
41-80	Offering 1/2 base price
81-90	Offering full base price
91 or higher	Offering 1¼ base price

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Setting DC

Difficulty	DC
Very easy	5
Easy	10
Moderate	15
Hard	20
Very hard	25
Nearly impossible	30

Travel Pace

Pace	Minute	Hour	Day	Effect
Fast	400 ft	4 mi	30 mi	-5 passive perception
Normal	300 ft	3 mi	24 mi	
Slow	200 ft	2 mi	18 mi	Able to use stealth

Encounter Distance

Terrain	
Arctic, desert, grassland	6d6 x 10 ft
Forest, swamp, woodland	2d8 x 10 ft
Hills, wastelands	2d10 x 10 ft
Jungle	2d6 x 10 ft
Mountains	4d10 x 10 ft
Audible Distance	
Trying to be quiet	2d6 x 5 ft
Normal noise level	2d6 x 10 ft
Very loud	2d6 x 50 ft
Visibility Outdoors	
Clear day, no obstruction	2 miles
Rain	1 mile
Fog	100 - 300 ft
From a height	x20

Something Happens!

1	A door opens.
2	A fire starts.
3	A meteor shoots across the sky.
4	A monster appears.
5	A screech pierces the air.
6	A storm begins.
7	A strange star appears in the sky.
8	A strong gust of wind blows through.
9	A tremor shakes the ground.
10	Someone experiences déjà vu.
11	Someone has an emotional outburst.
12	Someone glimpses the future.
13	Someone has a sense of foreboding.
14	A yell is heard in the distance.
15	Something spills or falls to the ground.
16	Something isn't where it's supposed to be.
17	The lights go out.
18	A wild animal appears.
19	There's a foul smell in the air.
20	Unexplained magic occurs.

Levelling and XP

Level	XP	Level	XP
1	0	11	85,000
2	300	12	100,000
3	900	13	120,000
4	2700	14	140,000
5	6500	15	165,000
6	14,000	16	195,000
7	23,000	17	225,000
8	34,000	18	265,000
9	48,000	19	305,000
10	64,000	20	355,000

Object Armor Class

Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

Object Hit Points

Size	Examples	Fragile	Resilient
Tiny	bottle, lock	2 (1d4)	5 (2d4)
Small	chest, lute	3 (1d6)	10 (3d6)
Medium	barrel, door	4 (1d8)	18 (4d8)
Large	cart, carriage	5 (1d10)	27 (5d10)

Cover

Cover	Effect
Half cover	+2 to AC and Dexterity saves
¾ cover	+5 to AC and Dexterity saves
Total cover	Can't be targeted directly

Obscured Areas

Obscured	Effect	Examples
Lightly obscured	Disadvantage on sight perception checks	Dim light, patchy fog, moderate foliage
Heavily obscured	Vision is blocked; effectively blinded	Darkness, opaque fog, dense foliage

Quick Finds

1	Artwork
2	A body
3	Food or drink
4	Jewelry
5	Key
6	Letter
7	Clothing
8	Map
9	Monster parts
10	Secret message
11	Signet or insignia
12	Tome